

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A method for converting two-dimensional images into three-dimensional images, comprising:

tracking an object in an image, the object having an object edge and an object outline thereabout, from frame to frame over a sequence of images; and

creating object outlines in subsequent frames for converting two-dimensional images into three-dimensional images maintaining an object outline to object edge distance spacing relationship as the object moves or changes from frame to frame;

wherein a virtual object corresponding to the object is defined such that the virtual object is tracked and the object outlines generated independent of whether the object is obstructed from view in a subsequent frame by another object moving into the foreground.

2. (canceled)

3. (original) The method for converting two-dimensional images into three-dimensional images of claim 1, wherein:

one or more sub-objects contained within the object are defined such that the sub-objects are linked together and tracked as the object moves or changes from frame to frame.

4. (currently amended) ~~[[The]]~~ A method for converting two-dimensional images into three-dimensional images ~~of claim 1, wherein,~~ comprising:

tracking an object in an image, the object having an object edge and an object outline thereabout, from frame to frame over a sequence of images; and

creating object outlines in subsequent frames for converting two-dimensional images into three-dimensional images maintaining an object outline to object edge distance spacing relationship as the object moves or changes from frame to frame;

wherein one or more points contained within the object are associated with depth information and defined such that the one or more points track the object as the object moves or changes from frame to frame.

5. (currently amended) ~~[[The]]~~ A method for converting two-dimensional images into three-dimensional images ~~of claim 1, wherein, comprising:~~

tracking an object in an image, the object having an object edge and an object outline thereabout, from frame to frame over a sequence of images; and

creating object outlines in subsequent frames for converting two-dimensional images into three-dimensional images maintaining an object outline to object edge distance spacing relationship as the object moves or changes from frame to frame;

wherein one or more contour pathlines contained within the object are associated with depth contour information and defined such that the one or more contour pathlines track the object as the object moves or changes from frame to frame.

6. (original) The method for converting two-dimensional images into three-dimensional images of claim 1, wherein the object outlines obey a maximum error threshold relative to an initial frame of definition.

7. (currently amended) ~~[[The]]~~ A method for converting two-dimensional images into three-dimensional images ~~of claim 1, wherein, comprising:~~

tracking an object in an image, the object having an object edge and an object outline thereabout, from frame to frame over a sequence of images;

creating object outlines in subsequent frames for converting two-dimensional images into three-dimensional images maintaining an object outline to object edge distance spacing relationship as the object moves or changes from frame to frame; and

selecting a severity of regulation for the distance spacing relationship to force errors in the object outlines to an acceptable tolerance.

8. (original) The method for converting two-dimensional images into three-dimensional images of claim 1, wherein:

the object outlines are created employing a pixel image data tracking technique.

9. (currently amended) ~~[[The]]~~ A method for converting two-dimensional images into three-dimensional images ~~of claim 1, wherein, comprising:~~

tracking an object in an image, the object having an object edge and an object outline thereabout, from frame to frame over a sequence of images; and

creating object outlines in subsequent frames for converting two-dimensional images into three-dimensional images maintaining an object outline to object edge distance spacing relationship as the object moves or changes from frame to frame;

wherein the object outlines are created employing a key frame curve interpolation technique.

10. (currently amended) ~~[[The]]~~ A method for converting two-dimensional images into three-dimensional images ~~of claim 1, wherein, comprising:~~

tracking an object in an image, the object having an object edge and an object outline thereabout, from frame to frame over a sequence of images; and

creating object outlines in subsequent frames for converting two-dimensional images into three-dimensional images maintaining an object outline to object edge distance spacing relationship as the object moves or changes from frame to frame;

wherein the object outlines are created employing a combination of pixel image data tracking and key frame curve interpolation techniques.

11. (original) A method for converting two-dimensional images into three-dimensional images, comprising:

defining an area of pixels around an object within an image frame of an image sequence, resulting in an outline of the object spaced a particular distance from edges of the object;

tracking the object as the object moves or changes from frame to frame; and

re-creating the outline in a different frame of the image sequence maintaining relative distances between the edges of the object and the outline to create a different perspective for a three-dimensional image.

12. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, further comprising:

defining a virtual object corresponding to the object such that the virtual object is tracked and the outlines generated independent of whether the object is obstructed from view in a subsequent frame by another object moving into the foreground.

13. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, further comprising:

defining one or more sub-objects contained within the object such that the sub-objects are linked together and tracked as the object moves or changes from frame to frame.

14. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, further comprising:

defining one or more points contained within the object and associated with depth information such that the one or more points track the object as the object moves or changes from frame to frame.

15. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, further comprising:

defining one or more contour pathlines contained within the object and associated with depth contour information such that the one or more contour pathlines track the object as the object moves or changes from frame to frame.

16. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, wherein the outlines obey a maximum error threshold relative to an initial frame of definition.

17. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, further comprising:

selecting a severity of regulation for the distance spacing relationship to force errors in the outlines to an acceptable tolerance.

18. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, wherein:

the outlines are created employing a pixel image data tracking technique.

19. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, wherein:

the outlines are created employing a key frame curve interpolation technique.

20. (original) The method for converting two-dimensional images into three-dimensional images of claim 11, wherein:

the outlines are created employing a combination of pixel image data tracking and key frame curve interpolation techniques.

21. (original) A method for converting two-dimensional images into three-dimensional images, comprising:

defining an object within an image frame of an image sequence, resulting in an outline of the object spaced a particular distance from a perimeter of the object;

tracking the object as the object moves or changes from frame to frame; and

re-creating the outline in different frames of the image sequence maintaining relative distances between the perimeter of the object and the outline to create an alternate perspective for a three-dimensional image sequence.

22. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, further comprising:

defining a virtual object corresponding to the object such that the virtual object is tracked and the outlines generated independent of whether the object is obstructed from view in a subsequent frame by another object moving into the foreground.

23. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, further comprising:

defining one or more sub-objects contained within the object such that the sub-objects are linked together and tracked as the object moves or changes from frame to frame.

24. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, further comprising:

defining one or more points contained within the object and associated with depth information such that the one or more points track the object as the object moves or changes from frame to frame.

25. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, further comprising:

defining one or more contour pathlines contained within the object and associated with depth contour information such that the one or more contour pathlines track the object as the object moves or changes from frame to frame.

26. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, wherein the outlines obey a maximum error threshold relative to an initial frame of definition.

27. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, further comprising:

selecting a severity of regulation for the distance spacing relationship to force errors in the outlines to an acceptable tolerance.

28. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, wherein:

the outlines are created employing a pixel image data tracking technique.

29. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, wherein:

the outlines are created employing a key frame curve interpolation technique.

30. (original) The method for converting two-dimensional images into three-dimensional images of claim 21, wherein:

the outlines are created employing a combination of pixel image data tracking and key frame curve interpolation techniques.

31. (new) The method for converting two-dimensional images into three-dimensional images of claim 4, wherein:

one or more sub-objects contained within the object are defined such that the sub-objects are linked together and tracked as the object moves or changes from frame to frame.

32. (new) The method for converting two-dimensional images into three-dimensional images of claim 4, wherein the object outlines obey a maximum error threshold relative to an initial frame of definition.

33. (new) The method for converting two-dimensional images into three-dimensional images of claim 4, wherein:

the object outlines are created employing a pixel image data tracking technique.

34. (new) The method for converting two-dimensional images into three-dimensional images of claim 5, wherein:

one or more sub-objects contained within the object are defined such that the sub-objects are linked together and tracked as the object moves or changes from frame to frame.

35. (new) The method for converting two-dimensional images into three-dimensional images of claim 5, wherein the object outlines obey a maximum error threshold relative to an initial frame of definition.

36. (new) The method for converting two-dimensional images into three-dimensional images of claim 5, wherein:

the object outlines are created employing a pixel image data tracking technique.

37. (new) The method for converting two-dimensional images into three-dimensional images of claim 7, wherein:

one or more sub-objects contained within the object are defined such that the sub-objects are linked together and tracked as the object moves or changes from frame to frame.

38. (new) The method for converting two-dimensional images into three-dimensional images of claim 7, wherein the object outlines obey a maximum error threshold relative to an initial frame of definition.

39. (new) The method for converting two-dimensional images into three-dimensional images of claim 7, wherein:

the object outlines are created employing a pixel image data tracking technique.

40. (new) The method for converting two-dimensional images into three-dimensional images of claim 9, wherein:

one or more sub-objects contained within the object are defined such that the sub-objects are linked together and tracked as the object moves or changes from frame to frame.

41. (new) The method for converting two-dimensional images into three-dimensional images of claim 9, wherein the object outlines obey a maximum error threshold relative to an initial frame of definition.

42. (new) The method for converting two-dimensional images into three-dimensional images of claim 9, wherein:

the object outlines are created employing a pixel image data tracking technique.

43. (new) The method for converting two-dimensional images into three-dimensional images of claim 10, wherein:

one or more sub-objects contained within the object are defined such that the sub-objects are linked together and tracked as the object moves or changes from frame to frame.

44. (new) The method for converting two-dimensional images into three-dimensional images of claim 10, wherein the object outlines obey a maximum error threshold relative to an initial frame of definition.

45. (new) The method for converting two-dimensional images into three-dimensional images of claim 10, wherein:

the object outlines are created employing a pixel image data tracking technique.